

Guidance and Recommendations

Resource mapping is a valuable method to identify untapped resources for designing and implementing high-quality enrichment programming. Often, existing resources are overlooked during program development. This quick and simple process offers a "snapshot" of potential resources, including staff, facilities, and more, for enrichment. Leveraging existing resources is an effective, efficient, and sustainable strategy for high-quality programming.

To utilize this tool, complete the resource mapping for each site where programming is planned. Inventory resources in key areas: instructors, facilities, equipment, technology, current programming, funding, partners, and potential resources.

Name of Program Site	te		

Please indicate content areas in which you have existing instructors/staff. Consider instructor/staff content expertise and interest beyond certification. (check all that apply)

INSTRUCTORS		
Art	Gaming	Robotics
Civics	History/Social Studies	Science
Coding	Health/Wellness	Sports/Recreation
Computer Graphics	Library/Media	STEM/STEAM
Computer Science	Literary Arts	Visual Arts
Culinary Arts	Math	Other (fill in)
ELA (English language arts)	Music Tech & Video	
Environmental	Performing Arts (dance, music, theater)	
Folk Art/Crafts	Physical Education	
Notes/Remarks		



Please indicate the facilities/physical spaces at your facility. (check all that apply)

FACILITIES/PHYSICAL SPACES	, , , , , , , , , , , , , , , , , , ,	
Amphitheater	Maker-space	Rock Climbing Wall
Art Studio (with sink)	Meditation Room	Science Lab
Basketball Court	Mini-Golf Course	Soccer Field
Cafeteria	Music Room (with proper acoustics)	STEM Lab
Computer Graphics Lab	Nature/School Garden	Tennis/Pickleball Court
Dance Studio (with mirrors)	Open Space (for tented area)	Wood Shop
Football Field	Outdoor Pool	Yoga/Tai Chi Studio
Indoor Pool	Performing Arts Stage & Auditorium	Other (fill in)
Industrial Kitchen	Photography Lab	
Interior/Exterior Mural- Appropriate Walls	Playground	
Library/Multipurpose Room	Recording Studio	
Notes/Remarks		

Please indicate the equipment & technology that could be utilized for enrichment programming. (check all that apply)

EQUIPMENT & TECHNOLOGY		1 3 3 1 1177
Audio/Visual Equipment	Easels	Potters Wheel
Ceramics Kiln	Gaming Equipment	Printmaking Equipment
Chromebooks	High Speed Internet	Recording Equipment
Color Printers	Laptop Computers	Sports Equipment
Desktop Computers	Loom	Traditional Board Games
Digital Cameras	Musical Instruments	Woodworking Equipment
Notes/Remarks		



Content Area

CURRENT PROGRAMMING

Program Name

Enrichment Resource Mapping Tool

List existing enrichment programming and information about each. Consider current afterschool clubs, activities, and/or programs that could potentially be expanded.

Brief Description

Notes/Remarks		
Notes/Remarks		
List supplemental fundir	ng sources that could pote	ntially support enrichment programming.
FUNDING		
Funding Source Name	Purpose	Brief Description
Notes/Remarks		
List existing partners (or programming, Include n	rganizations, businesses, p name and resource.	orivate funders, individuals) that could potentially support enrichment
PARTNERS		
Name	Туре	Resource Detail



List community resources that could potentially support summer enrichment programming. Consider the following types of partners/resources:

- Community-Based Organizations: nonprofit organizations, faith-based organizations, environmental, food/housing/shelter
- Businesses: corporations, local businesses, chamber of commerce, business associations, employers
- Institutions: educational-schools, universities, colleges, technical/trade, library; health care-hospitals, clinics, mental health providers, nursing homes; public safety-fire, police; food, transportation, housing
- Grassroots/Citizens Associations: neighborhood organizations, seniors' groups, cultural groups, college students, artists, civic leaders
- Facilities: parks, tennis courts, golf course, sports fields; community centers; specialized sports facilities; specialized arts facilities
- Arts & Culture: museums, arts organizations, historical organizations, cultural organizations, festivals, public spaces
- Sports & Recreation: community centers, parks and recreation facilities, hiking and nature trails, sports arenas/stadiums

COMMUNITY RESOURCES	
Name	Resource



Pull down key points from your responses above to review your "snapshot" of enrichment resources.

SNAPSHOT/RESOURCE INVENTORY		
Instructors		
Facilities/Physical Spaces		
Equipment & Technology		
Current Programming		
Funding		
Partners		
Community Resources		

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